CLEAN VERSION OF THE PENDING CLAIMS Under 37 C.F.R. § 1.121(c) (3):

Claims 1-71 now pending, are submitted below in accordance with 37 C.F.R. § 1.121(c) (3), which presents a clean version of the entire set of pending claims in this single amendment paper.

1.   (Once Amended)   A video game system console comprising a hard disk drive that is non-removable from the video game system console and that stores a video game console application to which the video game system console boots that presents a graphical user interface providing navigation to media on the video game system console.

2.   (Once Amended)   A video game system console as recited in claim 1, wherein the media is selected from the group consisting of:

media to play a game;

media to watch a movie; and

media to listen to music.

3.   (Once Amended)   A video game console as recited in claim 1 further including a portable media drive coupled to a processor and configured to communicate with a storage disc upon which the media is stored.

4. (Once Amended) A video game system console as recited in claim 3 wherein the video game console application is stored on the non-removable hard disk drive and is executable on the processor.

5. (Once Amended) A video game system console as recited in claim 3 further including a portable memory unit coupled to the processor.

6. (Once Amended) A video game system console as recited in claim 5 wherein the portable memory unit is coupled to the processor via a game controller for receiving user input.

7. (Once Amended) A video game system console as recited in claim 1 wherein the non-removable hard disk drive is segregated into a plurality of regions, each region for storing a particular type of data.

8. (Once Amended) A video game system console as recited in claim 1 wherein the non-removable hard disk drive is segregated into a user data region, an application region, and a console application region.

9.   (Once Amended)   A video game system console as recited in claim 1 wherein the non-removable hard disk drive is segregated into a settings region, a user data region, an application region, a utility region, and a console application region.

10.   (Once Amended)   A video game system console as recited in claim 1 wherein the non-removable hard disk drive is configured to store data associated with multiple saved games.

11.   (Once Amended)   A video game system console as recited in claim 1 wherein the non-removable hard disk drive is configured to store a list of recently used nicknames.

12.   (Once Amended)   A video game system console as recited in claim 1 further comprising an enclosure for the processor, the non-removable hard disk drive and port for interfacing with a game controller.

13.   (Once Amended)   A video game system console comprising a housing that contains each of:

a portable media reader;

a processor; and

a hard disk drive coupled to the processor, the hard disk drive being configured to boot the video game system console and to store data associated with the video game system console, wherein the processor:

is coupled to receive video game instructions for a video game from portable media in the portable media reader;

executes the video game using the game instructions read from the portable media in the portable media reader;

is coupled to a controller to receive user commands when executing the video game.

14. (Once Amended) A video game system console as recited in claim 13 wherein, when executing the video game, the processor sends video game data to the controller to be saved.

15. (Once Amended) A video game system console as recited in claim 13 wherein the hard disk drive is permanently installed in the housing.

16. (Once Amended) A video game system console as recited in claim 13 further including a memory coupled to the processor.

17.   (Once Amended)   A video game system console as recited in claim 13 wherein the hard disk drive contains a console application configured to implement a user interface to the gaming system.

18.   (Once Amended)   A video game system console comprising a processor and a non-removable hard disk drive coupled to the processor, wherein the non-removable hard disk drive stores a video game console application to which the video game system console boots.

19.   (Once Amended)   A video game system console as recited in claim 18 wherein the hard disk drive is configured to store application data such that data associated with one application is inaccessible to other applications.

20.   (Once Amended)   A video game system console as recited in claim 18 wherein the hard disk drive is configured to store saved game data such that saved game data associated with a particular game is stored separately from saved game data associated with other games.

21.   (Once Amended)   A video game system console as recited in claim 18 wherein the hard disk drive is configured to store saved game data in a user data region and configured to store application-related data in an application data region.

22. (Once Amended) A video game system console, comprising:

a processor; and

a hard disk drive coupled to the processor, the hard disk drive being segregated into a first region to store user data that includes game data saved by a user of the video game system console when the processor executes a video game; and

a second region to store application data that includes data specific to the video game executed by the processor, wherein user data associated with the video game is segregated from user data associated with other video game applications and wherein the application data associated with the video game is segregated from application data associated with other video game applications.

23. (Once Amended) A video game system console as recited in claim 22 wherein the user data includes saved game data.

24. (Once Amended) A video game system console as recited in claim 22 wherein the application data includes data to be used during future executions of the associated application.

25.   (Once Amended)   A video game system console as recited in claim 22 further including a console application stored on the hard disk drive, the console application being configured to generate a list of user data stored in the first region.

26.   (Once Amended)   A video game system console as recited in claim 22 wherein the disk drive is configured to store a list of recently used nicknames.

27.   (Once Amended)   A method comprising:

identifying a game identifier associated with a video game installed in a video game system console, wherein the video game system console contains a hard disk drive;

determining portions of the hard disk drive that are associated with the video game based on the game identifier; and

preventing the video game from accessing portions of the hard disk drive that are not associated with the game.

28.   (Once Amended)   A method as recited in claim 27 further including saving a current state of the video game to the hard disk drive in response to a save game request.

29.   (Once Amended)   A method as recited in claim 27 further including retrieving a list of saved games associated with the video game installed in the video game system console.

30.   (Once Amended)   A method as recited in claim 27 further including:

retrieving a list of saved games associated with the video game installed in the video game system console; and

displaying the list of saved games to a user of the video game system console.

31.   (Once Amended)   A method as recited in claim 27 further including:

retrieving a list of saved games associated with the video game installed in the video game system console;

displaying the list of saved games to a user of the video game system console; and

executing the video game using saved game data selected by the user of the video game system console.

32. (Unamended) A method as recited in claim 27 further including retrieving a list of recently used nicknames.

33. (Once Amended) A method as recited in claim 27 further including retrieving a list of recently used nicknames associated with the video game installed in the video game system console.

34. (Once Amended) A method as recited in claim 27 wherein determining portions of the hard disk drive that are associated with the video game based on the game identifier comprises:

determining a portion of a user data region on the hard disk drive that is associated with the video game that includes game data saved by a user of the video game system console when executing a video game; and

determining a portion of an application data region on the hard disk drive that is associated with the video game and that includes data specific to the video game installed in the video game system console.

35. (Unamended) One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 27.

36.   (Once Amended)   A method comprising:

retrieving a list of recently used nicknames in a video game system console;

displaying the list of recently used nicknames to a user of the video game system console; and

allowing the user of the video game system console to select a nickname from the list of recently used nicknames.

37.   (Once Amended)   A method as recited in claim 36 wherein the list of recently used nicknames is associated with a video game installed in the video game system console.

38.   (Once Amended)   A method as recited in claim 36 wherein retrieving a list of recently used nicknames includes retrieving the list of recently used nicknames from a non-removable hard disk drive in the video game system console.

39.   (Once Amended)   A method as recited in claim 36 further including allowing the user of the video game system console to create a new nickname.

40.   (Once Amended)   A method as recited in claim 36 further including:

allowing the user of the video game system console to create a new nickname; and

adding the new nickname to the list of recently used nicknames.

41.   (Unamended)   A method as recited in claim 36 further including automatically entering the selected nickname into a high score display.

42.   (Unamended)One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 36.

43.   (Once Amended)   A method comprising:

booting a video game system console from a non-removable hard disk drive integrated into the game console; and

storing data associated with the video game system console on the hard disk drive.

44.   (Unamended)A method as recited in claim 43 further including storing a list of recently used nicknames on the hard disk drive.

45.   A method as recited in claim 43 further including:

executing a video game the video game system console; and

storing data associated with multiple saved games on the hard disk drive from the execution of the video game.

46.   (Once Amended)   A method as recited in claim 43 wherein booting a video game system console includes booting the video game system console into a video game console application stored on the hard disk drive.

47.   (Unamended)One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 43.

48.   (Once Amended)   A method comprising:

initializing a video game system console using a non-removable hard disk drive integrated into the video game system console, wherein the video game system console will not operate unless the hard disk drive is functioning; and

storing data associated with the video game system console on the hard disk drive.

49. (Once Amended) A method as recited in claim 48 wherein the stored data on the hard disk drive includes data associated with multiple saved games from one or more video games executed by the video game system console.

50. (Once Amended) A method as recited in claim 48 wherein initializing the video game system console includes launching a video game console application stored on the hard disk drive.

51. (Once Amended) A method as recited in claim 48 further including executing a video game application installed in the video game system console after initializing the video game system console.

52. (Unamended)One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 48.

53. (Once Amended) A method comprising:

launching a video game application on a video game system console;

identifying a status of a plurality of temporary storage areas on a hard disk drive contained in the video game system console;

if at least one of the plurality of temporary storage areas is empty, assigning one of the empty storage areas to the video game application; and

if all of the plurality of temporary storage areas contain data, clearing a temporary storage area having an oldest timestamp and assigning the cleared temporary storage area to the video game application.

54.   (Once Amended)   A method as recited in claim 53 wherein the video game application receives user input from a controller couples to the video game system console.

55.   (Once Amended)   A method as recited in claim 53 further including assigning a particular temporary storage area to the application if the particular temporary storage area contains data associated with the video game application.

56.   (Once Amended)   A method comprising:

launching an application on a video game system console;

identifying a status of a plurality of temporary storage areas on a hard disk drive contained in the video game system console;

if a particular temporary storage area contains data associated with a video game application, assigning the particular temporary storage area to the video game application;

if no temporary storage area contains data associated with the video game application:

if at least one of the plurality of temporary storage areas is empty, assigning one of the empty storage areas to the video game application; and

if all of the plurality of temporary storage areas contain data, clearing a temporary storage area having an oldest timestamp and assigning the cleared temporary storage area to the video game application.

57. (Once Amended) A computer-readable medium for a video game system console comprising computer-executable instructions that, when executed, direct the video game system console to:

associate user data with a first region of a hard disk drive contained in the video game system console;

associate video game application data with a second region of the hard disk drive;

allow a video game application to access particular portions of the first region that are associated with the video game application; and

allow the video game application to access particular portions of the second region that are associated with the video game application.

58. (Once Amended) A computer-readable medium as recited in claim 57 further comprising computer-executable instructions that, when executed, direct the video game system console to prevent the video game application from

accessing portions of the first region that are not associated with the video game application.

59. (Once Amended) A computer-readable medium as recited in claim 57 further comprising computer-executable instructions that, when executed, direct the video game system console to prevent the video game application from accessing portions of the first region that are not associated with the video game application.

60. (Once Amended) A computer-readable medium as recited in claim 57 wherein the video game application receives user input from a controller couples to the video game system console.

61. (New) A video game system console comprising a common enclosure for both a processor and a hard disk drive, wherein the hard disk drive is a non-removable component of the common enclosure that is must be present for the video game system console to boot to a video game console application that presents a graphical user interface providing a consistent user experience when navigating to different media types available on the video game system console.

62. (New) The video game system console as defined in Claim 61, further comprising:

a port on the common enclosure housing for interfacing with a game controller; and

a port on the common enclosure housing for interfacing with a video output.

63. (New) The video game system console as defined in Claim 61, wherein the common enclosure also contains a portable media reader for reading portable media having thereon the different media types available on the video game system console.

64. (New) The video game system console as defined in Claim 63, wherein the different media types available on the video game system console are selected from the group consisting of:

media to play a game;

media to watch a movie; and

media to listen to music.

65. (New) A video game system console as recited in claim 1, further comprising a housing that encloses:

the hard disk drive;

a processor for executing an application to present the graphical user interface; and

a port for interfacing with a game controller for receiving user input.

66.   (New) A video game system console as recited in claim 65, wherein:

the processor is coupled to a portable media reader in the enclosure to receive video game instructions for a video game from portable media read by the portable media reader;

the processor executes the video game using the game instructions read from the portable media in the portable media reader;

the processor is coupled to a controller and receives user commands when executing the video game; and

the processor, when executing the video game, sends video game data to the controller to be saved.

67.   (New) A video game system console comprising a processor, a portable media reader, a game controller including both an input device and a portable media reader-writer device, and a non-removable hard disk drive, wherein:

the portable media reader, the game controller, and the non-removable are coupled to the processor;

the non-removable hard disk drive stores a video game console application to which the video game system console boots;

the processor executes a video game using game instructions read from the portable media reader;

the processor receives input from the input device of the game controller;

the processor saves game data from the video game to portable media in the portable media reader-writer device of the game controller; and

the processor executes game instructions read from the portable media reader.

68. (New) A video game system console comprising:

a hard disk drive logically organized into sectors including a boot sector containing instructions for a video game program for playing games with the video game system console;

means for placing the hard disk drive in a non-removable operational position thereof in the video game system console;

means for communicating output to a display device;

a game system including a processor that, upon powering up, loads the boot instructions from the hard disk drive to boot the processor to execute the video game program and communicate a user interface display for the video game program to the means for communicating output to a display device;

means for communicating input to the processor from a game controller operable by a player to generate video game control signals;

means for optically reading a removable memory media having stored thereon

video game instructions, graphics, and sound data for said video game program, wherein

the video game instructions include at least one player controller instruction for causing

the means for communicating input to send a command to said game system to execute

said command to initiate an operation relating to said video game control signals; and

means for communicating the video game instructions, the graphics, and the

sound data retrieved from the removable memory media to video game program.

69.   (New) A video game system console comprising:

an input port for receiving input from a controller operable by a player to generate

video game control signals;

an output port for outputting a display of three-dimensional video game play

graphics for a television;

a processor for executing instructions of a video game program;

a controller system coupled to said input port and to said processor for executing

commands related to the video game control signals;

a portable media reader for optically reading a video game program to be

executed by the processor so as to output to the output port a display of three-dimensional

video game play graphics in accordance with the video game control signals; and

a fixed disk in a non-removable hard disk drive in communication with the

processor, the fixed disk including a boot sector for storing boot instructions to boot the

processor to load an initial program, wherein:

upon booting the processor to load the initial program, the execution of the

initial program by the processor outputs to the output port a display of a user

interface that provides a prompt for the playing of video games that were previously played with the video game system console;

the execution of the initial program by the processor receives input from the input port containing a selection of one said previously played video game; and

the selected previously played video game is played by the video game system console upon the execution by the processor of video game instructions that are read from removable optically read media by the portable media reader.

70.   (New) The video game system console as defined in Claim 69, wherein:

the processor will not boot without initially loading the initial program read from the fixed disk by the hard disk drive; and

the initial program is initially loaded from the hard disk drive upon booting the processor such that, prior to the portable media reader reading media containing video game instructions, a display containing the prompt is output to the output port.

71.   (New) The method as defined in Claim 70, further comprising:

identifying a game identifier associated with the one said video game, the one said video game being installed in the video game system console;

determining portions of the hard disk drive that are associated with the one said video game based on the game identifier; and

preventing the one said video game from accessing portions of the hard disk drive that are not associated with the one said video game.